

FORM PTO-1449	Atty. Docket No.: M61.12-0535	Appl. No.: 10/698,792
 <p>DEC 07 2005 PATENT AND TRADEMARK OFFICE</p>	First Named Inventor:	
	Zhang	
	Filing Date	Group Art.:
	October 31, 2003	2676

U. S. PATENT DOCUMENTS

Examiner Initial	Document No.	Date	Name	Class	Sub Class	Filing Date If Appropriate

FOREIGN PATENT DOCUMENTS

		Document No.	Date	Country	Class	Sub Class	Translation Yes No

OTHER ART (Including Author, Title, Date, Pertinent Pages, Etc.)

WS	AA	Sunil Arya, David Mount, Nathan Netanyahu, Ruth Silverman, and Angela Wu. An optimal algorithm for approximate nearest neighbor searching. <i>Journal of the ACM</i> , 45:891-923, 1998.
	AB	Oana G. Cula and Kristin J. Dana. Compact representation of bidirectional texture functions. In <i>Proceedings of IEEE Conference on Computer Vision and Pattern Recognition</i> , December 2001.
	AC	Brian Curless and Marc Levoy. A volumetric method for building complex models from range images. In <i>Proceedings of SIGGRAPH 96</i> , Computer Graphics Proceedings, Annual Conference Series, pages 303-312, New Orleans, Louisiana, August 1996.
	AD	Kristin J. Dana and Shree Nayar. 3d textured surface modeling. In <i>Proceedings of IEEE Workshop on the Integration of Appearance and Geometric Methods in Object Recognition</i> , pages 46-56, June 1999.
	AE	Kristin J. Dana, Bram van Ginneken, Shree K. Nayar, and Jan J. Koenderink. Reflectance and texture of real-world surfaces. <i>ACM Transactions on Graphics</i> , 18(1):1-34, January 1999.
	AF	Paul E. Debevec, Yizhou Yu, and George D. Borshukov. Efficient view dependent image-based rendering with projective texture-mapping. <i>Eurographics Rendering Workshop 1998</i> , pages 105-116, June 1998.
	AG	Pei hsiu Suen and Glenn Healey. The analysis and recognition of real-world textures in 3d. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 22(5):491-503, May 2000.
	AH	Jan J. Koenderink and Andrea J. Van Doorn. Illuminance texture due to surface mesostructure. <i>Journal of the Optical Society of America</i> , 13(3):452-463, 1996.
	AI	Thomas Leung and Jitendra Malik. Representing and recognizing the visual appearance of materials using 3d textons. <i>International Journal of Computer Vision</i> , 43(1):29-44, June 2001.
WS	AJ	Xinguo Liu, Yizhou Yu, and Heung-Yeung Shum. Synthesizing bidirectional texture functions for real-world surfaces. <i>Proceedings of SIGGRAPH 2001</i> , pages 97-106, August 2001.

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EXAMINER: Initial if citation considered, whether or not citation is in conformance with MPEP 609; draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

FORM PTO-1449	Atty. Docket No. : M61.12-0535	Appl. No. : 10/698,792
LIST OF PATENTS AND PUBLICATIONS FOR APPLICANT'S INFORMATION DISCLOSURE STATEMENT	First Named Inventor:	
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	Filing Date October 31, 2003	Group Art: 2676

OTHER ART (Including Author, Title, Date, Pertinent Pages, Etc.)

WS	AK	Jerome Maillot, Hussein Yahia, and Anne Verroust. Interactive texture mapping. <i>Proceedings of SIGGRAPH 93</i> , pages 27-34, August 1993.
	AL	Tom Malzbender, Dan Gelb, and Hans Wolters. Polynomial texture maps. <i>Proceedings of SIGGRAPH 2001</i> , pages 519-528, August 2001.
	AM	Greg Turk. Re-tiling polygonal surfaces. <i>Computer Graphics (Proceedings of SIGGRAPH 92)</i> , 26(2):55-64, July 1992.
	AN	Daniel N. Wood, Daniel I. Azuma, Ken Aldinger, Brian Curless, Tom Duchamp, David H. Salesin, and Werner Stuetzle. Surface light fields for 3d photography. In <i>Proceedings of SIGGRAPH 2000</i> , Computer Graphics Proceedings, Annual Conference Series, pages 287-296, July 2000.
	AO	Lexing Ying, Aaron Hertzmann, Henning Biermann, and Denis Zorin. Texture and shape synthesis on surfaces. <i>Proceedings of 12th Eurographics Workshop on Rendering</i> , pages 301-312, June 2001.
	AP	Bryan P. Bergeron. Morphing as a means of generating variation in visual medical teaching materials. <i>Computers in Biology and Medicine</i> , 24:11-18, January 1994.
	AQ	Chris Buehler, Michael Bosse, Leonard McMillan, Steven J. Gortler, and Michael F. Cohen. Unstructured lumigraph rendering. <i>Proceedings of SIGGRAPH 2001</i> , pages 425-432, August 2001.
	AR	Shenchang Eric Chen and Lance Williams. View interpolation for image synthesis. <i>Proceedings of SIGGRAPH 93</i> , pages 279-288, August 1993.
	AS	Daniel Cohen-Or, Amira Solomovici, and David Levin. Three-dimensional distance field metamorphosis. <i>ACM Transactions on Graphics</i> , 17(2):116-141, April 1998. ISSN 07300301.
	AT	Douglas DeCarlo and Jean Gallier. Topological evolution of surfaces. <i>Graphics Interface '96</i> , pages 194-203, May 1996.
	AU	Julie Dorsey and Pat Hanrahan. Modeling and rendering of metallic patinas. <i>Proceedings of SIGGRAPH 96</i> , pages 387-396, August 1996.
	AV	Steven J. Gortler, Radek Grzeszczuk, Richard Szeliski, and Michael F. Cohen. The lumigraph. <i>Proceedings of SIGGRAPH 96</i> , pages 43-54, August 1996.
	AW	Arthur Gregory, Andrei State, Ming C. Lin, Dinesh Manocha, and Mark A. Livingston. Interactive surface decomposition for polyhedral morphing. <i>The Visual Computer</i> , 15(9):453-470, 1999.
WS	AX	John F. Hughes. Scheduled fourier volume morphing. <i>Computer Graphics (Proceedings of SIGGRAPH 92)</i> , 26(2):43-46, July 1992.

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OTHER ART (Including Author, Title, Date, Pertinent Pages, Etc.)

WS	AY	James R. Kent, Wayne E. Carlson, and Richard E. Parent. Shape transformation for polyhedral objects. <i>Computer Graphics (Proceedings of SIGGRAPH 92)</i> , 26(2):47-54, July 1992.
	AZ	Francis Lazarus and Anne Verroust. Three-dimensional metamorphosis: a survey. <i>The Visual Computer</i> , 14(89):373-389, 1998.
	BA	Aaron Lee, David Dobkin, Wim Sweldens, and Peter Schroder. Multiresolution mesh morphing. <i>Proceedings of SIGGRAPH 99</i> , pages 343-350, August 1999.
	BB	Apostolos Lerios, Chase D. Garfinkle, and Marc Levoy. Feature-based volume metamorphosis. <i>Proceedings of SIGGRAPH 95</i> , pages 449-456, August 1995.
	BC	Marc Levoy. Expanding the horizons of image-based modeling and rendering. In <i>SIGGRAPH 97 Panel: Image-based Rendering: Really New or Deja Vu</i> , 1997.
	BD	Marc Levoy and Pat Hanrahan. Light field rendering. <i>Proceedings of SIGGRAPH 96</i> , pages 31-42, August 1996.
	BE	Wojciech Matusik, Chris Buehler, Ramesh Raskar, Steven J. Gortler, and Leonard McMillan. Image-based visual hulls. In <i>Proceedings of ACM SIGGRAPH 2000</i> , Computer Graphics Proceedings, Annual Conference Series, pages 369-374, July 2000.
	BF	Steven M. Seitz and Charles R. Dyer. View morphing. <i>Proceedings of SIGGRAPH 96</i> , pages 21-30, August 1996.
	BG	Steven M. Seitz and Kiriakos N. Kutulakos. Plenoptic image editing. In <i>ICCV98</i> , pages 17-24, 1998.
	BH	Jonathan Shade, Steven J. Gortler, Li wei He, and Richard Szeliski. Layered depth images. In <i>Proceedings of SIGGRAPH 98</i> , Computer Graphics Proceedings, Annual Conference Series, pages 231-242, Orlando, Florida, July 1998.
	BI	HeungYeung Shum and LiWei He. Rendering with concentric mosaics. <i>Proceedings of SIGGRAPH 99</i> , pages 299-306, August 1999. ISBN 0201485605. Held in Los Angeles, California.
	BJ	Laszlo Szirmay-Kalos and Werner Purgathofer. Global raybundle tracing with hardware acceleration. <i>Eurographics Rendering Workshop 1998</i> , pages 247-258, June 1998.
WS	BK	George Wolberg. Image morphing: a survey. <i>The Visual Computer</i> , 14(89):360-372, 1998.

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